

9 Ball Fall '24 (Filler)

Week 7 10/24/24

		Poi	nts	Last	Ма	tch	AVG		Week 7 Matchups
	Win %	F	А	Week	W	L	HC	Home Location	Home Team is in CAPS
Zero Fux Given	0.553	166	134	32-18	17	13	4.38	The Dutch Club	misfits
Ball Busterz	0.552	138	112	18-32	16	9	4.13	HoHos Billiards	MAKE IT WEIRD
Misfits	0.540	162	138	35-15	16	14	4.83	The Hose	ZERO FUX GIVEN
Silent Assassins	0.537	161	139	35-15	18	12	4.94	Gilligans on Eisenhow	e anything
Chicks	0.516	129	121	31-19	14	11	5.00	Chicks Tavern	diamond masters
Angies	0.493	148	152	28-22	14	16	4.31	Angies Diner	BYE
It Don't Matter	0.492	123	127	BYE	11	14	4.83	Marysville Moose	rack em up
Anything	0.490	147	153	22-28	16	14	3.94	Dauphin Home Assoc	SILENT ASSASSINS
Homeless Misfits	0.477	143	157	15-35	12	18	4.67	The Verhovay	9 YA BUSINESS
Rack Em Up	0.476	119	131	19-31	11	14	4.78	Angies Diner	IT DON'T MATTER
Make It Weird	0.460	115	135	20-30	12	13	4.57	The Hose	ball busterz
9 Ya Business	0.453	136	164	15-35	14	16	4.83	HoHos Billiards	homeless misfits
Diamond Masters	0.452	113	137	30-20	9	16	5.00	The Pour House	CHICKS
		1800	1800		180	180	4.63		

Division winner will receive a first round bye in the playoffs

Team rosters in red (below) have Captains who are more than \$90 in arrears. Please call league office to check if these teams are be permitted to play or if they must forfeit until further notice.

PLEASE READ THE BOTTOM OF THIS DOCUMENT. THERE IS VALUABLE INFORMATION THAT WILL PUT YOU AT A DISADVANTAGE IF YOU AREN'T FAMILIAR WITH THESE RULES. KNOWLEDGE IS POWER

											F	Rece	nt
									Las	t Session	Po	stsea	ison
	A .		Po	ints	Average	Ma	tch	MVP		Points		PPN	1
HC	Angies		F	Α	PPM	W	L	Score	F	A AVG	F	Α	AVG
5.5	Pete Mavropoulos		7	13	3.50	0	2	0.320	40	40 5.00	3	7	3.00
5.0	Alex Knapp		28	22	5.60	3	2	0.590	44	<b>36</b> 5.50	0	0	####
4.5	Alfredo Cortes, CPT		27	23	5.40	3	2	0.560	73	<b>67</b> 5.21	0	0	####
4.5	Kevin Joy		24	26	4.80	3	2	0.470	42	48 4.67	3	7	3.00
4.5	Larry Keefe		13	17	4.33	1	2	0.413	57	<b>53</b> 5.18	0	0	####
4.0	Ron John		20	30	4.00	1	4	0.350	63	<b>57</b> 5.25	4	6	4.00
3.5	Steve Shipp		23	7	7.67	3	0	0.847	54	<b>56</b> 4.91	2	8	2.00
3.0	Kevin Bethea		6	14	3.00	0	2	0.260	37	<b>33</b> 5.29	0	0	####
	Open Stats		0	0		0	0						
	Forfeits												
	Penalty Points												
AVE	RAGE HC	4.31	148	152		14	16						

			Po	ints	Average		Mat	ch	MVP		t Ses Point		Pos	lecei stsea PPM	ison
HC	Ball Busterz		F	А	РРМ	V	N	L	Score	F	А	AVG	F	А	AVG
6.0	Mace Lockard		35	15	7.00		5	0	0.800	85	65	5.67	0	0	####
5.5	Chet Denmark		20	30	4.00		2	3	0.350	46	74	3.83	0	0	####
4.5	Will Etnoyer		7	3	7.00		1	0	0.720	6	4	6.00	0	0	####
4.0	Kevin Altland		14	6	7.00		2	0	0.740	43	67	3.91	0	0	####
4.0	Zach Anthony		0	0	#DIV/0!		0	0	#DIV/0!	0	0	####	0	0	####
3.5	Abbie Lee, CPT		19	21	4.75		2	2	0.465	70	80	4.67	0	0	####
3.5	Travis Shade, Co-CPT		30	20	6.00	:	3	2	0.650	81	79	5.06	0	0	####
2.0	TJ Hickey		13	17	4.33		1	2	0.413	43	57	4.30	0	0	####
	Open Stats		0	0			0	0							
	Forfeits														
	Penalty Points														
AVE	RAGE HC	4.13	138	112		1	6	9							
													F	lecei	nt

													in c
									Las	t Session	Po	stsea	Ison
	<b>-</b> · · ·		Po	ints	Average	Ma	tch	MVP	1	Points		PPN	1
HC	Chicks		F	А	PPM	W	L	Score	F	A AV	F F	Α	AVG
6.5	Bruce Lenker		7	3	7.00	1	0	0.720	50	<b>50</b> 5.0	) 7	3	7.00
6.5	Fred Brodbeck		29	21	5.80	3	2	0.620	49	<b>31</b> 6.1	<mark>3</mark> 21	9	7.00
6.0	Frank Moore, CPT		4	6	4.00	0	1	0.390	42	<b>28</b> 6.0	0 (	0	####
6.0	Kevin Marroquin		21	19	5.25	3	1	0.535	47	<b>43</b> 5.2	2 13	7	6.50
5.0	Andrew Betts		19	21	4.75	2	2	0.465	58	62 4.8	<mark>3</mark> 7	3	7.00
5.0	Sean Gallagher		14	6	7.00	2	0	0.740	46	44 5.1	<mark>1</mark> 7	3	7.00
4.0	Brad Saksek		12	18	4.00	1	2	0.370	70	<b>70</b> 5.0	16	14	5.33
4.0	Sam Hartley		16	14	5.33	1	2	0.543	38	52 4.2	2 8	2	8.00
2.0	Ashley Dellesega		7	13	3.50	1	1	0.320	31	39 4.4	<mark>3</mark> 0	10	0.00
	Open Stats												
	Forfeits												
	Penalty Points												
AVE	RAGE HC	5.00	129	121		14	11						

												F	Recer	nt
									Las	t Sess	ion	Pos	stsea	son
			Po	ints	Average	Ma	tch	MVP		Points			PPM	1
HC	Diamond Masters	S	F	А	PPM	W	L	Score	F	A	AVG	F	Α	AVG
7.0	Duck Nornhold		3	7	3.00	0	1	0.280	45	45	5.00	0	0	####
7.0	Mel Jones		9	11	4.50	1	1	0.440	0	0	####	0	0	####
6.5	Larry Fagan		0	0	#DIV/0!	0	0	#DIV/0!	45	35	5.63	0	0	####
6.0	Ron Straw		11	19	3.67	0	3	0.327	51	49	5.10	0	0	####
5.5	George Houtz		22	18	5.50	2	2	0.570	0	0	####	0	0	####
4.5	Clarence Marsh, CPT		30	20	6.00	3	2	0.650	80	60	5.71	0	0	####
3.5	Robert Hurt		16	34	3.20	1	4	0.230	41	49	4.56	0	0	####
3.0	Stephanie Ozimac		21	19	5.25	2	2	0.535	44	76	3.67	0	0	####
2.0	Beth Driver		1	9	1.00	0	1	0.060	0	0	####	0	0	####
	Open Stats													
	Forfeits													
	Penalty Points													
AVE	RAGE HC	5.00	113	137		9	16							

3 Re	cycles Remaining								Las	t Sess	ion	-	Recei	
o no	· · · · · ·		Po	ints	Average	Ma	tch	MVP		Points		1 00	PPN	
HC	Homeless Misfits	;	F	А	PPM	W	L	Score	F	AA	AVG	F	Α	AVG
7.0	Mike Fisher		15	15	5.00	1	2	0.500	84	66	5.60	3	7	3.00
6.5	Kevin Villarreal, Co-CPT		23	27	4.60	2	3	0.440	57	33	6.33	6	4	6.00
5.5	Tim Meise, CPT		11	19	3.67	0	3	0.327	44	36	5.50	0	0	####
5.0	Josh Hughes		28	22	5.60	3	2	0.590	62	68	4.77	3	7	3.00
4.0	Bruce Brockman		15	5	7.50	2	0	0.800	49	41	5.44	4	6	4.00
4.0	Mike Miller		10	10	5.00	1	1	0.500	40	50	4.44	0	0	####
3.5	Becky Ballent		15	25	3.75	1	3	0.325	28	42	4.00	0	0	####
3.5	Tim Meise Jr		14	16	4.67	1	2	0.457	46	34	5.75	0	0	####
3.0	Rick Lawson		12	18	4.00	1	2	0.370	30	40	4.29	0	0	####
	Open Stats		0	0		0	0							
	Forfeits													
	Penalty Points													
AVE	RAGE HC	4.67	143	157		12	18							
												F	Rece	nt

										t Consign		otooo	
										t Session	PO	stsea	
			Po	ints	Average	Ma	itch	MVP		Points		PPN	1
HC	It Don't Matter		F	А	PPM	W	L	Score	F	A AVG	F	Α	AVG
7.5	John Lamplugh		20	10	6.67	2	1	0.717	36	44 4.50	0	0	####
7.0	Scott Gibson, CPT		12	8	6.00	1	1	0.620	50	30 6.25	0	0	####
5.5	Brad Miller		13	27	3.25	1	3	0.255	44	46 4.89	0	0	####
5.5	Bill Scharff		22	18	5.50	2	2	0.570	56	44 5.60	0	0	####
4.0	Brian Carl		8	12	4.00	1	1	0.380	0	0 ####	0	0	####
4.0	Eric Snyder		18	12	6.00	2	1	0.630	50	70 4.17	0	0	####
4.0	John Linn		7	13	3.50	0	2	0.320	51	<b>49</b> 5.10	0	0	####
3.0	Doug Wagner		6	14	3.00	0	2	0.260	16	44 2.67	0	0	####
3.0	Tracy Klinger		17	13	5.67	2	1	0.587	50	60 4.55	0	0	####
	Open Stats		0	0		0	0						
	Forfeits		0	0		0	0						
	Penalty Points												
AVE	RAGE HC	4.83	123	127		11	14						

												R	ecer	nt
									Last	t Sessio	n	Pos	tsea	son
			Po	ints	Average	Ma	tch	MVP	F	Points		I	PPM	l l
HC	Misfits		F	А	PPM	W	L	Score	F	A A\	/G	F	А	AVG
7.5	Ed Kearney		22	18	5.50	2	2	0.570	64	<b>46</b> 5.	82	17	13	5.67
6.0	Chas Foltz		23	17	5.75	3	1	0.605	0	0 ##	##	0	0	####
5.5	Dakota Miller		4	6	4.00	0	1	0.390	0	0 ##	##	0	0	####
5.0	Anthony Cressler, CPT		32	28	5.33	2	4	0.553	65	75 4.	64	14	16	4.67
5.0	Scott Wallace		10	20	3.33	1	2	0.283	77	<b>73</b> 5.	13	13	7	6.50
5.0	Brian Minnich		9	11	4.50	1	1	0.440	0	0 ##	##	0	0	####
4.0	Kevin Miller		17	13	5.67	2	1	0.587	59	<b>41</b> 5.	90	3	7	3.00
3.0	Aaron Neely		10	0	10.00	1	0	1.050	32	38 4.	57	10	0	10.00
2.5	Crystal Johnson		25	15	6.25	3	1	0.675	39	<b>61</b> 3.	90	6	4	6.00
	Open Stats		10	10		1	1							
	Forfeits													
	Penalty Points													
AVE	RAGE HC	4.83	162	138		16	14							

		Po	ints	Average	Ма	tch	MVP		t Ses Points			Recer stsea PPM	son
HC	9 Ya Business	F	A	PPM	W	L	Score	F	A	AVG	F	Α	AVG
6.5	Jenn Kelly	12	18	4.00	1	2	0.370	45	45	5.00	8	12	4.00
6.5	Rick Boyer	21	19	5.25	3	1	0.535	49	61	4.45	10	10	5.00
6.0	Forrest Aeppli	6	14	3.00	0	2	0.260	31	29	5.17	0	0	####
5.0	Jim Roberts	17	13	5.67	2	1	0.587	60	50	5.45	7	3	7.00
5.0	John Hoffman	22	28	4.40	2	3	0.410	65	45	5.91	3	7	3.00
4.0	Carlos Olmeda	12	18	4.00	1	2	0.370	56	54	5.09	6	4	6.00
4.0	Ellie Heinly, Co-Cpt	10	10	5.00	1	1	0.500	52	48	5.20	7	3	7.00
3.5	Jeremy Driver	25	25	5.00	3	2	0.500	56	64	4.67	0	0	####
3.0	Emily Dauberman	11	19	3.67	1	2	0.327	31	39	4.43	0	0	####
	Open Stats												
	Forfeits	0	0		0	0							
	Penalty Points												
AVE	RAGE HC 4.83	136	164		14	16							
											F	Recer	ht

											r	Recer	π
									Las	t Session	Po	stsea	son
			Po	ints	Average	Ma	tch	MVP		Points		PPM	ł
HC	Rack Em Up		F	L	PPM	W	L	Score	F	A AVG	F	А	AVG
7.0	John Hedgepath		13	7	6.50	2	0	0.680	37	43 4.63	0	0	####
6.5	Rikki Johnson		10	10	5.00	1	1	0.500	56	<b>54</b> 5.09	6	4	6.00
6.0	Brian Hogentogler		20	20	5.00	2	2	0.500	65	<b>45</b> 5.91	4	6	4.00
5.5	Kelly Norris		19	11	6.33	2	1	0.673	66	<b>74</b> 4.71	0	0	####
4.5	Jack Jimmink		12	18	4.00	1	2	0.370	66	<b>74</b> 4.71	0	0	####
4.5	Ed Croco, CPT		12	18	4.00	1	2	0.370	66	44 6.00	4	6	4.00
4.0	Paul McMichael		15	15	5.00	1	2	0.500	66	<b>74</b> 4.71	0	0	####
3.0	Tammy Norris		13	17	4.33	1	2	0.413	63	<b>57</b> 5.25	0	0	####
2.0	Jackie Croco		5	15	2.50	0	2	0.200	51	<b>49</b> 5.10	0	0	####
	Open Stats												
	Forfeits		0	0		0	0						
	Penalty Points												
AVE	RAGE HC	4.78	119	131		11	14						

									Last	Ses	sion		Recei stsea	
			Po	ints	Average	Mat	tch	MVP		Points			PPM	
HC	Make It Weird		F	А	PPM	W	L	Score	F	А	AVG	F	А	AVG
7.5	Devan Retherford		0	0	#DIV/0!	0	0	#DIV/0!	100	70	5.88	0	0	####
5.0	Mike Canoy		23	17	5.75	3	1	0.605	86	74	5.38	6	4	6.00
4.5	Bob Cohan		11	19	3.67	1	2	0.327	60	40	6.00	0	0	####
3.5	Betsy Goodman		18	32	3.60	2	3	0.290	52	48	5.20	2	8	2.00
4.0	Blaize Bowman		18	22	4.50	1	3	0.430	64	46	5.82	3	7	3.00
4.0	Rick Johnson		19	21	4.75	2	2	0.465	33	47	4.13	2	8	2.00
3.5	Jen Mallon, CPT		26	24	5.20	3	2	0.530	63	47	5.73	4	6	4.00
	Open Stats													
	Forfeits													
	Penalty Points													
AVE	RAGEHC	4.57	115	135		12	13							

3 Re	cycles Remaining								Las	t Ses	sion		Rece	
			Po	ints	Average	Ma	tch	MVP		Points	3		PPN	1
HC	Anything		F	А	PPM	W	L	Score	F	А	AVG	F	Α	AVG
5.5	Justin Baird, CPT		11	19	3.67	1	2	0.327	74	56	5.69	0	0	####
5.5	Winston Beshore		39	21	6.50	5	1	0.740	65	85	4.33	0	0	####
5.0	Dennis Welker		17	23	4.25	1	3	0.395	0	0	####	0	0	####
4.0	Rich Long		10	10	5.00	1	1	0.500	59	31	6.56	0	0	####
4.0	Tom Plasic, Co-CPT		25	15	6.25	3	1	0.675	58	72	4.46	0	0	####
3.5	Jason Wert		10	10	5.00	1	1	0.500	0	0	####	0	0	####
3.0	Bo Bovidge		19	21	4.75	2	2	0.465	57	53	5.18	0	0	####
3.0	Jess Cassner		16	24	4.00	2	2	0.360	36	54	4.00	0	0	####
2.0	Natalie Cassner		0	10	0.00	0	1	(0.050)	0	0	####	0	0	####
	Open Stats													
	Forfeits		0	0		0	0							
	Penalty Points													
AVE	RAGE HC	3.94	147	153		16	14							

												F	Rece	nt
									Las	t Ses	sion	Pos	stsea	ison
			Points		Average	Match		MVP	Points		S	PPM		1
HC	Silent Assassins		F	А	PPM	W	L	Score	F	А	AVG	F	Α	AVG
6.5	Kevin Bryner		12	18	4.00	1	2	0.370	27	43	3.86	0	0	####
6.5	James Shafer		0	0	#DIV/0!	0	0	#DIV/0!	31	39	4.43	0	0	####
5.5	El Voughs		17	23	4.25	2	2	0.395	47	53	4.70	0	0	####
5.0	Paul Ramsey		23	27	4.60	2	3	0.440	54	46	5.40	0	0	####
5.0	Del Madden, CPT		14	16	4.67	1	2	0.457	58	42	5.80	0	0	####
5.0	Mike Bretz		15	5	7.50	2	0	0.800	49	61	4.45	0	0	####
4.5	Ryan Trafecanty		34	16	6.80	4	1	0.770	60	60	5.00	0	0	####
3.5	Liz Christian, CO-CPT		25	25	5.00	3	2	0.500	58	42	5.80	0	0	####
3.0	Marcia Yost		21	9	7.00	3	0	0.760	30	50	3.75	0	0	####
	Open Stats													
	Forfeits													
	Penalty Points													
AVE	RAGE HC	4.94	161	139		18	12							

												F	Recei	nt
3 Recycles Remaining									Las	t Sess	sion	Pos	stsea	ison
			Points		Average	Match		MVP	Points		PPM			
HC	Zero Fux Given		F	А	PPM	W	L	Score	F	A	AVG	F	А	AVG
7.5	Shawn Hoerner		32	18	6.40	3	2	0.710	62	58	5.17	0	0	####
5.0	Tone Brubacher		10	20	3.33	0	3	0.283	73	77	4.87	0	0	####
5.0	Terry Ballent		21	19	5.25	3	1	0.535	50	80	3.85	0	0	####
4.0	James Dagenhart		33	17	6.60	4	1	0.740	49	51	4.90	0	0	####
4.0	Nick Ellis		35	25	5.83	4	2	0.633	74	76	4.93	0	0	####
4.0	Jose Soto		14	16	4.67	1	2	0.457	0	0	####	0	0	####
3.0	Monica Reinnagel		21	19	5.25	2	2	0.535	57	63	4.75	0	0	####
2.5	Jacqui Hiemstra, CPT		0	0	#DIV/0!	0	0	#DIV/0!	38	42	4.75	0	0	####
	Open Stats		0	0		0	0							
	Forfeits		0	0		0	0							
	Penalty Points													
AVERAGE HC 4.38		166	134		17	13								

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The break rquirements in 9 Ball are that 4 object balls must contact a cushion or at least (1) object ball must be pocketed. The 1-Ball is positioned at the top of the rack and must be contacted first on the break. If any of these conditions aren't met, the opposing playere receives ball in hand. **THE BALLS ARE NOT RE-RACKED.** 

If Team A names a "Blind" (not literal) player, Team B may name their player and switch it as many times as they wish as long as it is done within the required 5 minutes that they have to start the match.

The "breaking" player may either rack for themselves or may choose to have their opponent rack. The person **RACKING** may use whichever rack they wish (template, wood, metal, or plastic).

If a player releases (throws or slams) his stick in frustration onto the table, the opposing player will receive all remaining points that are on the table (regardless of whether any balls were disturbed). Players are expected to exhibit good sportsmanship and to respect the pool tables. It is a privilege to be able to play in the venues that we play.

Timeouts are not to exceed 1 minute and begin at the time the timeout is called.

Handicaps 5.0 and above receive 1 timeout per game.

Handicaps 2.0-4.5 receive 2 timeouts per game. (Yes, "2.0"s only get 2 timeouts in 9 ball) Each player may change coaches 1 time per match. Once the new coach is named, the player can not switch back to the original coach. Once the coach walks away from the pool table, the timeout is over.

**RECYCLING (Ghost Rule**): Each team may recycle 4 **times** during the session and no more than once in a given night. Recycled player can be any skill level (except "7.5") as long as the "26.0" rule is met. A player may be recycled in back to back matches and can be used at any time and for any reason (including

if a team has all 9 players present). The recycling team gets to choose the player to be recycled and does not have to give any advance notice that it may recycle.

Recycling is not permitted in the last 2 weeks of the session.

New players may not be added during the last 3 weeks of the regular session.

If the team match is going very quickly, the 5th match does not have to start until 9:40 PM in the event that 1 of the teams does not have their 5th player present yet. If a player leaves early and does not play, the team of that player loses the right to exercise the 9:40 rule to their benefit.

"Push Shots" following the break ARE permitted. THEY MUST BE CALLED

3 consecutive fouls in one game does NOT result in a loss of game.

Only (1) "7.5" can play per team per night.

## \*\*\*In week 18, the winning team of each match will receive \$90 (If 25-25 tie, the team that wins at least 3 individual matches wins the tiebreaker). Week 18 is a "pay to play" week like all other matches during the regular session.

Players must play at least 8 matches to be eligible for individual awards for this session/division.

Players must play at least 7 matches to qualify for postseason for this session/division.

Forfeits (for this division) during the regular session will be handled as follows...

The team that is forfeiting the individual match will receive a 0-10 loss, **AND MUST PAY \$18....\$9 FOR BOTH TEAMS**  The team that is the beneficiary of the forfeit will receive a 7-3 win and will not pay the \$9 for that match.

If a team is the beneficiary of a forfeit, their "named player" will still receive credit for a match played in regards to postseason eligibility.

If it is decided that a team is forfeiting too many matches which is creating unfairness within the division, the league office has the right to remove the team and may create a new schedule for the remainder of the session.

In postseason, the beneficiary of a forfeit will receive 10 points. The "forfeiting team" will receive 0 points.

Only (1) "7.5" can play for a given team in a given night

**Projected Payouts** 

Tournament Champions	2,600
Tournament 2nd Place	\$ 1,600
Division Winner	\$ <b>260</b>
Week 18 Winners (\$90 x 6)	\$ <b>540</b>
Total Payouts	\$ 5,000

A player who meets the minimum number of matches to qualify for postseason must be on the roster they qualified for at session end to play in postseason. If a player switches teams during the session, the league will at its discretion determine if that player can shoot in postseason for the team that it finished the session with. The league office may also force that player to play at a higher handicap for postseason.

If a player releases (throws or slams) his stick in frustration onto the table that the match is being played, that rack will be called with all remaining points on the table prior to the tantrum going to the player who didn't have the tantrum.

**Timeouts** are not to exceed 1 minute and begin at the time the timeout is called.

Handicaps 5.0 and above receive 1 timeout per game.

Handicaps 2.5-4.5 receive 2 timeouts per game.

A 2.0 receives 3 timeouts per game. (but no longer may receive sideline coaching)

**RECYCLING (Ghost Rule**): Each team may recycle 4 **times** during the session and no more than once in a given night. Recycled player can be any skill level (except "7.5") as long as the "26.0" rule is met. A player may be recycled in back to back matches and can be used at any time and for any reason (including if a team has all 9 players present). The recycling team gets to choose the player to be recycled and does not have to give any advance notice that it may recycle.

Recycling is not permitted in the last 2 weeks of the session.

New players may not be added during the last 3 weeks of the regular session. Player adds must be approved by the league office and may be denied for any reason and at any time. The league office may also bring "new" players in at whatever handicap it deems fair and in the best interests of the league as a whole..

If the team match is going very quickly, the 5th match does not have to start until 9:40 PM in the event that one of the teams does not have their 5th player present yet. If a player leaves early and does not play, the team of that player loses the right to exercise the 9:40 rule to their benefit.

**Please be considerate of the players who are shooting the match.** If a player fouls, it is the responsibility of his/her opponent to call the foul. The teammates who aren't shooting the match are not permitted to tell their player that the opponent fouled. A timeout can be used to alert a teammate that they believe that the opponent fouled.

Players are expected to be " good sports" when committing a foul but are no under obligation to tell the opponent if they were not paying attention. If a player commits an obvious foul, but the offending player doesn't realize he/she fouled, the teammates of the OFFENDING player should alert THEIR OWN PLAYER that he/she fouled. (Sportsmanship) If the 2 players disagree that a foul occurred (even after a timout), the ruling is that no foul occurred. **Helpful Tip**: Smartphones with slow motion video capabilities will take the "guesswork" out.

Players must play a minimum of **7** matches in this division to qualify for postseason . Play-In Matches ARE considered postseason. Players switching to another team during the session must be approved by the league office. League office reserves the right to bring players who are switching teams in at whatever skill level it deems fair. Example.. Bernie is a 3.0 and went 0-5 for the "Basement Dwellers". With 4 weeks left in the session, he decides he wants to play for the team that is in first place. The league office can bring Bernie back on to the first place team at whatever skill level it deems necessary to maintain integrity within the league.

If a team is a beneficiary of a forfeit win, their named rostered player will get credit for a "match played" in regards to postseason eligibility, but the match will not count in regards to MVP eligibility.

If it is decided that a team is forfeiting too many matches which is creating unfairness within the division, the league office has the right to remove the team and create a new schedule for the remainder of the session.

Any team that forfeits an individual match will receive 0 points for that match and must still pay the \$16 for that match. The \$16 includes the \$8 for the opposing team that is benefitting from the forfeit. The team that is the beneficiary of a forfeit will receive **0.7** wins and **0.3** losses and will not have to pay for a forfeit win. This was put to a vote and the outcome was no change to the existing rule. --10/31/16 The rationale for this is that it is grossly unfair for teams to play an entire 18 week session and not make the postseason because a "bubble team" received numerous forfeit wins by pure random chance and no skill whatsoever. A full win (1 point) should only be awarded if the match was earned by playing and winning on the pool table. Remember, teams are ranked according to win percentage. If a team is the beneficiary of a forfeit, their named player still gets credit for a "match played" in regards to postseason eligibility. They will not get credit for a "match played" in regards to MVP eligibility and they will not receive credit for a win or a loss for their individual statistics.

## Break And Funs This Week

George Houtz Ed Kearney

## Break And Funs This Session

5

Shawn Hoerner Bruce Brockman Anthony Cressler Mike Fisher George Houtz Rikki Johnson Ed Kearney Jenn Kelly Stan Kovich John Lamplugh Mace Lockard

## MVP Rules - 8 total matches required to win MVP (This division, this session)

Each player will have an "MVP Score" on the standings. It is calculated as follows.....

(Average PPM+ ((Points For - Points Against)\*.05))/10

Example... A Player with a "Points For" of 56 and a "Points Against" of 34 would have an MVP score of

((56/(9 matches played))+ ((56-34)\*.05))/10 = ((6.22) + (22 x .05))/10 = (6.22 + 1.1)/10 = **.732**